

**SYSTEM AND METHOD FOR COMBINING GRAPHICS
FORMATS IN A DIGITAL VIDEO PIPELINE**

ABSTRACT OF THE DISCLOSURE

Generally, graphics are displayed on a monitor or printed on an output device after a series of steps are performed, typically implemented in the form of a graphics pipeline, in the case of an object-oriented graphic image. Similarly, a digital picture or digital video image passes through a digital pipeline for the digital image or images to be displayed, printed, or otherwise processed. The present invention encompasses a system and method in which the stages of the graphics pipeline used to process a graphic object are interconnected to the stages of the digital pipeline used to process a bit-mapped image so that a single, interconnected pipeline can be used to process object-oriented graphic images, bit map images and/or images which contain graphics and bit map portions. This interconnected pipeline can be used to process images through various stages of the graphics pipeline followed by stages typically contained in the digital pipeline, or vice versa, to create desired effects. This interconnected pipeline includes a switch or a selectively configurable interconnection matrix which defines an image path which connects desired stages of the pipeline.